Fields of Fire 101: Example of Play (Advanced Tutorial) Part 1

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Overview

This example is designed to help you with some of the more difficult concepts in *Fields of Fire*. The Mission is WWII Mission #2. This example begins on turn 2 and focuses on the portion of the mission where your units are in prolonged and heavy contact with the enemy to demonstrate in detail the interactions of command, movement, enemy placement, primary direction of fire (PDFs), Volume of Fire (VoF), Limited Action Teams (LATs), and Combat Resolution. Our intention is also to cover some of the more puzzling situations that can arise while playing and help players with a detailed method to resolve any questions about them. We hope you find the Example useful as you learn the game.

Setting

We begin the example at the start of Turn 2, Mission 2. The Company Roster is displayed in the right column (you may want to set up your game and follow along). Note that we are using the new FoF: Normandy Vassal module (Thanks to Joel Toppen for creating this!) to generate the illustrations in this example. Many of the fields in the Company Roster are placeholders in that online module, so please ignore any text that says "Ammo" or "Experience." It just means those fields are not currently in use.

Map: The Cards that form the map are as follows: Row 1 is the row closest to the staging area; Column 1 is the leftmost of the four columns. We'll refer to card locations throughout in R#C# format.

R1 (l-r): Woods, Village, Woods, Orchard/Grove
R2 (l-r): Open Field, Hedgerow/Bocage, Gully/Draw, Farm
R3 (l-r): Woods, Hedgerow/Bocage, Farm (2 Hills), Woods
R4 (l-r): Open Fields, Woods, Hedgerow/Bocage, Farm
R5 (l-r): Open Fields, Village (Multi), Church (Hill), Orchard/Grove

Units: Your units are deployed as follows:

R1C1: 1/1 Squad
R1C2: 2/1 Squad (Pinned)
R1C3: 1/2 Squad
R1C4: 2/2 Squad

Staging C2: Co XO, Remainder of 1st Platoon and all of 3rd Platoon, 1/Wpns (MG, 1/Wpsn (Baz), 3/Wpns (Baz)

Staging C3: Co CO, Co 1st Sgt, Remainder of 2nd Platoon, 2/Wpns(MG, 2/Wpns (Baz),1/.50 Cal MG, 1/60mm (3 step) mortar, Arty FO, Mortar FO, Jeep

FIELDS OF FIRE COMPANY ROSTER

On turn 1, the CO HQ Activated 1st Platoon and 2nd Platoon. All the other HQ and Staff saved their commands, so the Command Display at the start of Turn 2 looks like this:

Pyrotechnics are linked to the following commands:

- Red Cluster, Parachute, or Smoke: CEASE FIRE
- Green Cluster, Parachute, or Smoke: ADVANCE (INFILTRATE IF POSSIBLE) TOWARD PRIMARY OBJECTIVE
- Yellow or Purple Smoke: SHIFT FIRE

On turn 1, 1st and 2nd platoon each advanced two units (l-to-r 1/1, 2/1, 1/2, 2/2) forward to "scout" all of the cards in row 1. None are under cover (General Initiative commands were used to try to find cover on turn 1, but all the Seek Cover attempts failed). Surprisingly, only one contact was generated by the four units advancing, a Sniper in Foxholes (not spotted) in the Hedgerow/Bocage in Row 2, Column 2 that achieved a PIN result on 2/1 squad in Row 1, Column 2. Below is an illustration of the local map situation at the start of Turn 2.

Activation Level is CONTACT as we begin Turn 2.

Turn 2

3.1 Friendly Higher HQ Event
We draw one card. No HQ symbol is present, so no higher HQ event this turn.

3.2 Defensive Missions: Enemy Activity Phase
Does not take place in this mission as Mission 2 is an Offensive mission

3.3 Friendly Command Phase

3.3.1 Activation Segment

A. BN HQ Impulse
The BN HQ is not on the map, so the CO HQ is automatically activated.

B. CO HQ Impulse
Draw an Action Card.

The card drawn lists 3/2 for commands, so the CO HQ receives 3 commands because it is activated (it uses the leftmost number – inside the helmet illustration). Note that if the HQ had an experience level of "Green", that "3" would be modified by -1, for a result of "2." But the first thing we did with the Experience points from Mission #1 was to upgrade the HQs from Green to Line (except for 2nd Platoon HQ, which was a casualty in Mission 1. See Company Roster, above, for all the troops' experience levels), so we get a final result of "3." The CO HQ uses two of these commands to activate the 1st PLT and 2nd PLT HQs and decides to save one command for a later turn. We update the Command Display by moving the CO HQ Saved Commands Marker to the "1" space.

C. PLT HQ/CO Staff Impulse
1. The 1st PLT HQ has been activated so it draws an Action Card which lists 4/3 for commands. The 1st Platoon HQ's experience level is Line so the number of commands received is not modified. Thus, it receives 4 commands. It uses those commands as follows:

- Use two commands for a platoon move to move the HQ and all the rest of the 1st Platoon (the 3/1

squad and the attached weapons teams) into the Woods in Row 1 Column 1. Mark all the moving units with Exposed markers. Note that because the Platoon HQ is not on the same card as the pinned 2/1 squad in the Village, it cannot give orders to that unit.

- Use 1 command to order 3/1 to attempt to spot the German sniper in the Hedgerow/Bocage. Refer to the Spotting Attempt Modifiers Table. Draw 1 Card (Base draw is 2 cards. Mods are -1 for target of attempt being a Sniper and -1 for target being under cover, but the minimum is always 1 card.) Card drawn has no "crosshairs" icon, so the spotting attempt fails.

- Use 1 command to EXHORT 3/1 and add one card to previous attempt. This time the card includes a "crosshairs" icon, so the attempt is successful.

Remove the "?" marker from the German sniper. He is now spotted.

US units on all three cards that can see the German sniper now open fire. Place PDFs from each card directed toward the Sniper's card. Place an "A" VOF on the Sniper's card (as the MG weapons team in the Woods in Column 1 has the best VOF. It is not a tripod mounted MG, so it can fire while Exposed). Also, place a "Crossfire -1" marker on the sniper's card.

1st Platoon HQ has now used all his commands.

2. The 2nd Platoon now draws a card to determine his commands. The card shows "3/2". Because 2nd Platoon HQ is Green (-1 to commands), it receives 2 commands instead of the "3" shown on the card. As you'll note from the Command Display, it also has two Saved commands that it will use this turn. The commands are spent as follows:

- Use two commands for a platoon move to move the HQ and all the rest of the 2nd Platoon into the Woods in Row 1 Column 3. Mark all the moving units with Exposed markers.
- Use 1 command to order 1/2 to move forward into the Gully in Row 2, Column 3. Place an Exposed marker on 1/2 as it moves. Leave the PDF on the card 1/2 is leaving (units remaining there will continue firing). Place a PDF from the Gully toward the Sniper as 1/2 will immediately open fire on the sniper from his new position.

- Use 1 command to order the machinegun weapons team to find cover. Draw 4 cards. One has the word "Cover" at the top, so place the weapons team under a "+1 Cover" marker.

2nd Platoon HQ has now used all his commands. Remove his Saved Commands marker from the numbered track on the Command Display.

3.3.2 Initiative Segment
A. CO HQ Impulse
The CO HQ was activated so this is skipped.
B. PLT HQ Impulse

The 1st and 2nd PLT HQs were activated so they are skipped.
The 3rd PLT HQ draws an Action Card that lists "4/3" for commands, so it receives 3 commands, which it decides to save. Move its Saved Commands marker from the "3" box to the "6" box on the Command Display.

C. CO Staff Impulse

Neither the CO XO nor CO 1st Sgt were activated so they both receive 1 command and choose to not do anything this turn so save their 1 command.

D. General Initiative Impulse

We draw an Action Card (#38) which lists commands as 4/2. General Initiative command draws are not modified in any way, so we have 2 commands to expend on any unit(s) in play.

- We use the first command on 1/2 in the Gully: Attempt to Seek Cover. We draw 3 cards and do get one that says "Cover", so we place the 1/2 squad under a "+1 Cover" marker in the Gully. (*Note that this is the only cover marker that will be allowed on that card, as the "Max Cover" number at the bottom left of the Gully card is "1."*)
- We use the second command on the 2/1 unit in the village to attempt to Rally: Remove Pin Marker. We draw two cards, but neither has "Rally" at the top. So the Rally attempt fails and the unit remains Pinned.

So here is our map situation at the end of the Friendly Command Phase:

3.4 Offensive Missions/Combat Patrols: Enemy Activity Phase

3.4.1 Enemy Higher HQ Event Segment
We draw one card, but get no HQ symbol, so no event.

3.4.2 Enemy Activity Check Segment
There is only one active enemy to check – the sniper in the Hedgerow/Bocage. Remember that Snipers use the special rules in 9.6, not the normal Enemy Activity Check Hierarchies. In this instance, because the sniper is spotted, he must move one card away from the US units. So he moves to the village in Row 3, leaving his Foxholes marker in the Hedgerow/Bocage and receiving an Exposed marker as he moves.
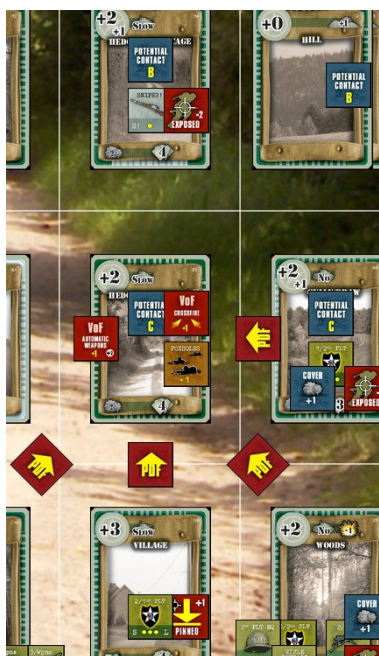
The Sniper's PDF and VOFs are immediately removed from the US-occupied Village card. Note that the US PDFs and

VoF into the card the sniper vacated are NOT removed. They remain until the US units either move or get a cease fire or shift fire order. Note also that the PINNED marker on the US 2/1 squad remains. It will be removed at the end of the VOF Segment [See 3.7.1 errata] as long as there is no enemy VOF on the Village card at that time.

Because the sniper has moved to a new card and currently has no PDF/VoF, we must now immediately check to see if there are any units in his LOS and range upon which he can open fire. In this case, there is only one such unit – the 1/2 squad in the Gully. So we place the sniper's PDF facing toward the gully, and sniper VoF on the 1/2 unit, and a Small Arms VoF on the gully card.

IMPORTANT: the 1/2 in the Gully will continue to fire along his PDF into the Hedgerow/Bocage until he is given a Shift Fire order. He will not automatically 'track' the Sniper as it moves into the Village. As you see, in *Fields of Fire* as on the real battlefield, Snipers are EXTREMELY difficult to find, fix, and kill.

3.5 Mutual Capture & Retreat Phase
There are no paralyzed or litter teams on the map, so this phase is skipped.

3.6 Mutual Vehicle-Aircraft Phase
The Jeep was not activated so this phase is skipped.

3.7 Mutual Combat Phase
**3.7.1 VoF Segment**
A. Update Fire Missions
There are no fire missions so this step is skipped.
B. Evaluate Potential Contact Markers
> a. We have only one unit on a card with Potential Contact markers: 1/2 squad in the Gully. The Marker is a "C" contact. Checking the Potential Combat Draw Chart shows that we do not have to draw when the Current Activity Level is "Contact." A new contact is automatic.

So we remove the Potential Contact C marker from the Terrain card, then generate an enemy contact.

b. To determine what unit we have contacted, draw an Action Card and consult the random number section.
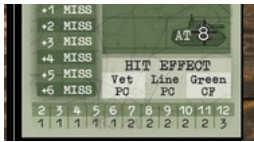

The number under the "10" is "2." Checking the "2/10" row on the Potential Contact C chart for this mission in the Mission Briefing Book (page 7) gives a result of "Incoming Mortars." Now we check the German Force Package on page 3 of the Briefing Booklet to get the details on exactly what to place.

c. On the "Incoming Mortars' line of the German Force Package, we see that we put an Incoming Marker on the Gully Card (the Incoming marker always goes on the card that generated the contact.) This Incoming marker will have a -3 NCM, which is noted on the Mortar Spotter.

d. We now flip the next Action Card to determine placement of the 81 mm Mortar Spotter.
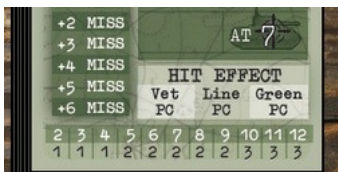
The random number (under the "10") on the card is "3". We check the Unit Placement Table (page 5 of Briefing Booklet). The "3/10" result is "Front at max LOS". So we place the Spotter on the Farm in the hills on Row 3, directly in front of the Gully.

e. We place one of the "?" Contact markers on the Mortar Spotter to denote that he is Unspotted (per the German Force Package table). The default cover for the mission is Foxholes (see Mission Briefing Booklet, page 7 – "Enemy Information: Mission

Details"), so we also place a 'Foxholes' counter on the Mortar Spotter.

f. Note that the Mortar spotter does not exert a normal PDF or VoF, only the Incoming VoF marker. Because the Spotter is currently Unspotted, no US PDF or VoF markers are placed.

g. I note the Mortar Spotter contact on the back side of my Mission Log, indicating that he gets a -3 NCM, 4 Draws per Call for Fire, and a total of 3 Fire Missions (this turn's Incoming Fire will count as one of the three). All of this information comes from the Spotter Information section of the Enemy Information section in the Briefing Booklet (page 7).


3.7.2 Combat Effects Segment

The first thing we do in this segment is remove the Pinned marker from the 2/1 squad in the Village, as there is now no VoF marker on his card.

Because there is only one unit on a card with a VoF marker, we only have one combat effect to resolve – the incoming artillery fire on the 2/1 squad in the Gully. They are under fire from both a sniper and enemy mortars, so this could be ugly.

We have multiple VoFs on the target card, so we consult the Infantry Combat Modifiers table on the Player Aid Card to help us sort this out.
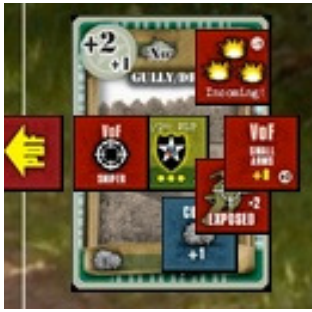
There we see that the lowest applicable modifier for this fire is the -3 NCM, generated by either the Incoming mortar fire or the sniper. It doesn't matter which we use; the base combat NCM is still -3. This is modified as follows:
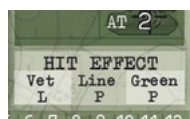
- +1 Terrain Modifier of card [Note that you use the smaller number to the right for Incoming Fire on cards that have split Intrinsic Defense Terrain Values.]
- +1 Squad is under a cover marker
- -2 Squad has an exposed marker

So the final NCM is "-3."

We draw an Action Card and -3 is a HIT.

We place a PINNED marker on the squad then draw another Action Card to see the hit effects.

The result (under Line, as that is the 2/1 squad's experience level – see Mission Log) is "P", so one step of the 3-step squad is Paralyzed by the incoming fire. We flip the 3-step unit over to its 2-step side and add a Paralyzed LAT to the card. Both the squad and the Paralyzed LAT are Pinned and under the Cover marker.

As the final actions in this segment, we expend ammunition for the two MG weapons teams that are firing into the (now empty) Hedgerow/Bocage card in Row 2 Column 2. Cross off one available MG ammo for each of them on the Mission Log (leaving each with 3 remaining Ammo). We also cross off one of the three fire missions for the enemy mortar spotter on the Mission Log.

3.8 Clean Up Phase
We remove all exposed markers. Turn 2 is now complete.

End-of-Turn Thoughts: *The good news is that casualties thus far are very light. The bad news is that we're moving forward at a snail's pace and the enemy has the high ground and mortars.*

The only unit under fire at this point is 1/2. We'd like to help those paralyzed soldiers in the gully, but with an undetected enemy spotter dropping mortar fire into that area and the sniper firing at anything that moves in that gully, it's just too risky to send leaders or additional troops in there right now. So 1/2 squad is on its own for the moment.

Instead of reinforcing 1/2, we intend to probe forward on their right flank with 2/2 while attempting to find that spotter and direct fire onto him. We'll put pressure on the sniper by closing with our 1st platoon troops over on our left flank.

So on the left half of the battlefield we'll slowly probe forward with the two point squads of 1st Platoon in hopes of clearing those areas so we can bring the heavier weapons and artillery/mortar spotters forward shortly. We imagine that the men of 1/1 must be shaking their heads and cursing the stupidity of their commander as they contemplate moving across that open field towards the far woods line. We know things could get ugly there, but someone has to clear that area. We'll take a bit of a risk and try to get a machinegun forward to their right - into the hedgerows from which we just flushed the sniper - to provide covering fire from the flank should 1/1 get bushwhacked.

As we probe forward with two point platoons, we want to begin to bring up spotters, reserves, and Company staff so that we can quickly respond to and exploit opportunities as they arise.

Turn 3

3.1 Friendly Higher HQ Event
We draw one card.
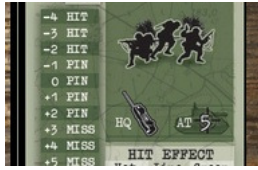
There is an HQ symbol on the card, so we do have a Friendly HQ Event. We draw another card and check the random number under "10." The result is a '6.' Checking the Friendly HQ Events Table (page 6 of Mission Briefing Book), we find the #6 event for this mission is: "Company on the flank is ahead. You must move forward to close the gap." That's a good event for us, as we'd planned to advance anyway, and now will get a bit of free Experience as we do.

3.2 Defensive Missions: Enemy Activity Phase
Does not take place in this mission as Mission 2 is an Offensive mission

3.3 Friendly Command Phase
3.3.1 Activation Segment

A. BN HQ Impulse
The BN HQ is not on the map, so the CO HQ is automatically activated.

B. CO HQ Impulse
We draw an Action Card to determine the number of commands our CO HQ gets this turn. It is a 3/2 card, so the CO HQ gets 3 commands. He spends them to activate the 1st and 2nd platoon HQs and the 1st Sgt. He has one saved command that he could use as well, but chooses not to, saving it for a future turn.

C. PLT HQ/CO Staff Impulse
Because you do not have to expend all of one HQ's commands before using commands from another HQ, we will draw for each of the three activated leaders' commands before we spend any.

1. The 1st PLT HQ draws an Action Card which lists 3/2 for commands. There are no modifiers (it is not Green, not under fire, and the Activity Level is not No Contact) so it gets 3 commands.
2. The 2nd PLT HQ draws an Action Card which lists 4/2 for commands. The "4" is modified to a "3" because 2nd HQ is Green, so it gets 3 commands.
3. The 1st Sgt draws an Action Card which lists 5/4 for commands. Because the 1st Sgt's Experience Level is "Veteran," he receives one additional command, for a total of 6.

We'll expend those commands as follows:

- 2nd Platoon HQ expends one command to Deploy a Pyrotechnic, firing the Red Star Cluster. This orders every unit on the map to Cease Fire. So we remove all US PDF and VoF markers, then check to see if anyone still has a spotted enemy in their LOS to re-open fire. In this case, the 1/2 unit in the gully still has the Sniper in its LOS, so the we place a PDF from the gully card facing the Sniper's card, and place a Small Arms VoF on the Hedgerow/Bocage card occupied by the Sniper. 2nd Plat HQ has 2 commands remaining.

- 1st Platoon HQ expends one command to order 1/1 to move forward from the woods into the Open Fields to its front. We mark 1/1 with an Exposed marker.
- 1st Platoon HQ spends its remaining 2 commands on a Platoon Move. We move all remaining 1st Platoon units (and attachments) from the Woods card they occupy into the Hedgerow/Bocage card in Row 2, Column 2. Because there is already a Foxholes cover on the card, we choose to place all of the moving units in the Foxholes. We mark all the units that moved with an Exposed marker. 1st Platoon HQ has now spent all its commands. We leave one of 1st Platoon HQs phone lines behind on the Woods card as they move.

- Because all the moved 1st Platoon units have the spotted German Sniper in their range and LOS, they immediately open fire on the Sniper's card. We place PDFs from both cards, as well as an Automatic VoF on the Sniper's card (it's the best VoF of all the firing units), and a Crossfire marker on the sniper's card as it now is the target of PDFs coming from different angles.

Because we now have VOF markers on two or more occupied cards, we increase the Activity Level to ENGAGED.

- Now we turn to the 1st Sgt (we'll get back to 2nd Platoon HQ's last 2 commands once we see what our 1st Sgt can accomplish). We spend the first two of his 6 commands to order the Artillery FO and the Mortar FO (with their Radios) to move forward. The Arty FO moves diagonally into the Village at his left front. The Mortar FO moves directly ahead into the Woods. We mark both units with an Exposed marker. We spend his third command to order the .50 Cal MG to move forward into the Woods (it too gets an Exposed marker). We'll use the 4th command to move the 1st Sgt into the Orchard/Grove card to his right front, and the 5th command to order the 2/2 squad there to move forward into the Farm to its front. 2/2 is not currently firing, so we check to see if there are any targets in his range and LOS after he moves. The only possible target in his LOS is the enemy mortar spotter, and it is still Unspotted, so we place no PDF/VoF for 2/2.

- We decide to save the 1st Sgt's 6th command, so move his Saved Commands marker from the "2" to the "3" box on the Command Display.
- Given that the 1st Sgt managed to get 2/2 moving forward and that the card directly forward of the 2nd Platoon HQ is under heavy mortar and sniper fire, we decide to have the rest of 2nd platoon stay put for now, and save 2nd Platoon HQ's remaining 2 commands.

- All of our Activated HQs/Staff have now spent or saved all of their commands for this turn.

3.3.2 Initiative Segment

A. CO HQ Impulse
The CO HQ was activated so this is skipped.

B. PLT HQ Impulse
The 1st and 2nd PLT HQs were activated so they are skipped. The 3rd PLT HQ draws an Action Card that lists "1/0" for commands, so it receives 0 commands. It does, however, have 6 Saved Commands on the Command Display. We decide to use two of those saved commands to make a Platoon Move of the entire third platoon forward into the Village to its front. We move its Saved Commands marker from the "6" box back to the "4" box on the Command Display.

C. CO Staff Impulse

The CO 1st Sgt was activated so he is skipped. The CO XO receives 1 command. We use it to move him forward into the Village. Note that this makes a total of 16 steps occupying the Village card – the maximum allowed. We choose not to use any of the XOs saved commands at this time.

D. General Initiative Impulse

We draw an Action Card which shows commands as 5/3.

General Initiative command draws are not modified in any way, so we have 3 commands to expend on any unit(s) in play.

- We use the first command on 1/2 in the Gully: Attempt to Remove a Pinned Marker. The 1/2 Squad's Experience is Line, so there are no modifications to the normal two-card draw for a Rally Attempt. Unfortunately, neither drawn card includes the word "Rally" at the top, so our Rally attempt fails and one of our commands is spent.

- With our second command we want to attempt to Spot that enemy Mortar spotter. We decide to use 3/1 squad to make the attempt (2/2 on the right flank could also make the attempt, but it is Green and would only get to draw one card instead of the normal two. 3/1 is Line so will draw two cards.) We draw two cards, and one of them has the Crosshairs symbol, so we remove the "?" marker from the enemy Mortar spotter. He is now spotted.

  Because 2/2 is within range and line of sight of the newly-spotted Mortar spotter and is not currently firing, it now opens fire on the enemy spotter. We place a PDF from 2/2's card facing the spotter's card, and place a Small Arms VoF on the Hill/Farm card.

- With our final command we attempt to find cover for the 1/1 squad in the Open Fields on our left flank. The card indicates that we get to draw two cards when attempting to find cover, but our squad is Green, so that is reduced to one card. Unfortunately, the card drawn does not have the word "Cover" at the top, so our attempt fails. We have now spent all of our commands.

So here is our map situation at the end of the Friendly Command Phase:
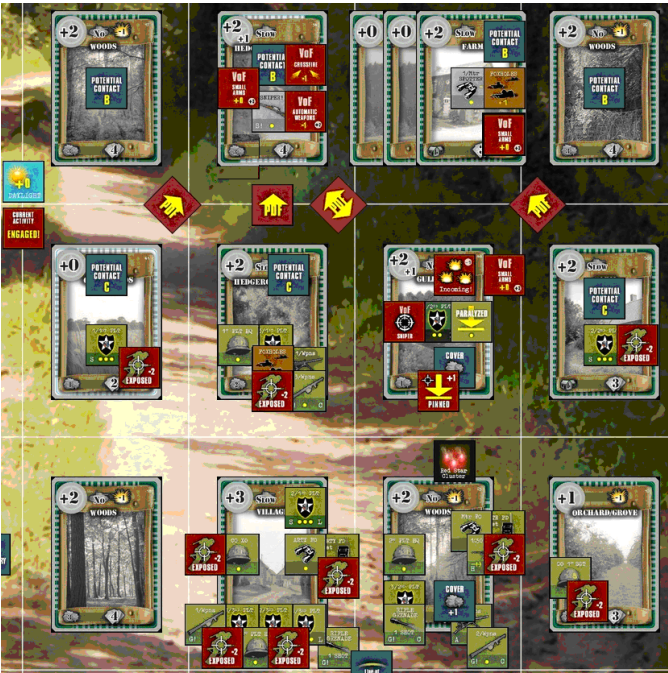
3.4 Offensive Missions/Combat Patrols: Enemy Activity Phase

3.4.1 Enemy Higher HQ Event Segment
We draw one card, but get no HQ symbol, so no event.

3.4.2 Enemy Activity Check Segment
There are two active enemy units to check. Both the sniper and the mortar spotter use special rules (9.6 and 9.8) instead of the normal Enemy Activity Check Hierarchies. We determine the order of enemy activity randomly, so we designate the sniper as #1 and the spotter as #2, then draw an Action Card. The random number on the card under "2" is a "1", so we will check the sniper first.

Just like last turn, because the sniper is spotted, he must move one card away from the US units. So he retreats to the Hedgerow/Bocage in Row 4, Column 2. We place an Exposed marker on him on his new card.

The Sniper's PDF and VOFs are immediately removed from the US-occupied Gully card. Remember that the US PDFs and VoF into the card the sniper vacated are NOT removed. But this situation is different than the one we encountered last turn when the Sniper retreated because there is still a clear LOS along the PDF between the sniper and one card that contains US units. So, three things happen here:

1. We replace the Sniper's VoF and a Small Arms VoF on the Hedgerow/Bocage card in Row 2, Column 2. The Sniper VoF targets the 3/1 squad because it is the unit with the most steps.

2. We extend the VoF of the US units in the R2C2 Hedgerow/Bocage into the Sniper's hex. This is the only case in which a US unit can "follow" a moving enemy unit – when the move extends within range and along the unit's PDF (See errata 6.4). So we place an Automatic Weapons VoF on the Sniper's new card.

3. We remove the PC marker on the Hedgerow/Bocage card the Sniper is firing THROUGH (9.2.2 7th bullet).
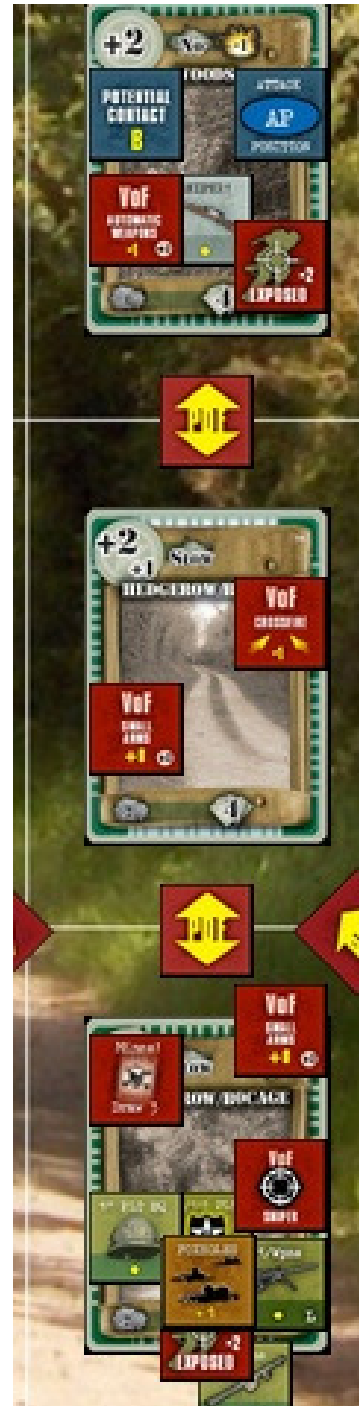
The heavy US crossfire into his previous terrain card has forced the sniper to relocate to a secondary firing position at extended range. From there he continues to fire at targets of opportunity and generally make the 1st squad's lives

miserable. The price the sniper pays is that he was exposed during the turn, so is more vulnerable to US fire when we resolve combat later in the turn.

Now we check for the mortar spotter. 9.8 indicates that a good order spotter will continue to call for fire as long as he has missions. This spotter has two missions remaining, so he will attempt to Call for Fire. We draw four cards (see spotter info on mission log) and two of them have the "Burst" icon that indicates a successful Call for Fire. The spotter's first target priority is "Units in the same card as the VoF marker" and, unfortunately for us, the 1/2 squad and the paralyzed LAT in the gully fit the bill. So we flip the Incoming marker on the gully card to its Pending Fire Mission side.

All enemy activity checks are now complete.

3.5 Mutual Capture & Retreat Phase
There is one paralyzed team on the map, but it is Pinned, so this phase is skipped.

3.6 Mutual Vehicle-Aircraft Phase
The Jeep was not activated so this phase is skipped.

3.7 Mutual Combat Phase
3.7.1 VoF Segment
A. Update Fire Missions
We flip the Pending Fire mission in the gully to its Incoming side.
B. Evaluate Potential Contact Markers
We have three US-occupied cards - all in Row 2 - that contain enemy PC markers. We will determine the order in which we check for contact randomly, so we assign the random #s left to right – 1 for the Open Fields, 2 for the Hedgerow/Bocage, 3 for the Farm. We draw and Action Card and check under the "3." The result is "3," so we will check the Farm card first.

The Enemy PC marker is a "C" and the Current Activity Level is "Engaged". Referencing the Potential Contact Draw Chart on the Player Aid Card, we see that we draw two cards for contacts under these conditions. So we draw two cards, but neither has the word "Contact" across the top, so the 2/2 squad in the Farm did not run into an enemy contact. We remove the PC marker from that card and discard it.

Now we'll randomly choose the next PC contact. We designate 1 for the Open Fields and 2 for Hedgerow/Bocage. We flip an Action card and see "1" under the "2" column. So we'll resolve the PC marker in the Open Fields next.

Again, we draw two cards, but this time one of them includes the word Contact, so we have made contact. We remove the PC "C" marker from the Open Fields, then flip an Action Card and refer to the Potential Contact Charts on page 7 of the Briefing Booklet. The random number in the "10" column of the card is a "6." Referencing a "6" result on the "Potential Contact C" chart, we get an "LMG Nest" (German Force #7). We check the German Force Package listing on page 3 of the Briefing Booklet and note that we place an LMG team under Foxholes, UNSPOTTED.

We flip another card to determine where we place the LMG team, and get a "7" result in the "10" column. The "Unit Placement" chart on page 5 shows that this is "Front Left at Max LOS". There is no Terrain Card to the front left of the Open Fields card, so we draw a new one and place it there. The new Terrain Card is an "Orchard/Grove" card. It has dark green on it's corner facing the Open Fields, so there is no LOS through the card (if it had been white on both that side and the opposite diagonal, we would have drawn another Terrain Card and placed at top left in order to place the enemy at Max LOS as directed). We place the enemy LMG team on the Orchard/Grove card under Foxholes (with a ? atop it to indicate it is not spotted) and make an entry for it in the "Enemy Info" section of the Mission Log, noting that it has an ammunition supply of "6".

ENEMY INFO

Unit	Experience	Casualties		Ammo
Sniper	Line	0	N/A	
Mortar Spotter	Line (-3 NCM, 4 Draws per call)	0		32
LMG Team	Line	0		6
Unit	Experience	0		Ammo

The are two US cards within the line of sight of the enemy LMG (the Open Fields adjacent on the diagonal and the Village diagonally behind it – due to the open LOS through the Open Fields card), but enemy will engage the unit that triggered its placement, so we place an enemy PDF facing the Open Fields card and an Automatic Weapons VoF on the Open Fields card. The Exposed 1/1 unit in the open fields is in big trouble.

Note that if the German contact had been a tripod-mounted machinegun, we would have placed VoFs on BOTH US cards, due to grazing fire (6.4.1).

Now we resolve the final PC marker, on the units in the R2C2 Hedgerow/Bocage. Again, we draw two cards, as the Activity Level is still "Engaged" and this is another "C" PC marker. One of the cards contains the word "Contact" at the top, so we have made yet another enemy contact. We flip an Action Card and the result under the "10" column is "1." Checking the Potential Contact C table on page 5 of the Briefing Booklet indicates that this contact is "Mines!" Ouch!

Mine contacts are covered in 9.5. There it tells us that when we contact mines, we must IMMEDIATELY make a mine check for each unit on the card. So we draw three Action Cards for each unit. If we get any "Burst" icons for a unit, then we place a Mine VoF (only one, you can't have more than one mine VoF on a unit) on the unit that has been hit.

Our Mine Check results are as follows:

1st Plat HQ: No Effect
3/1 Squad: No Effect
1/Wpns: Hit – Place Mine VoF
3/Wpns: No Effect

We were pretty lucky to only have one unit get hit by the mines, but with the card already under sniper fire, combat resolution for this portion of 1st Platoon could be very ugly. And those mines now sit astride one of our avenues of advance, attacking anyone who moves into or within that card, making our maneuver and flank support – even attempts to seek cover – more difficult and dangerous.

3.7.2 Combat Effects Segment

The first thing we do in this segment is to check to see if any friendly pinned units have no enemy VoFs on their card and remove the Pinned markers. In this case there are no such units, as the Pinned units in the gully still have an Incoming VoF on their card.

Now we resolve all combat effects, in any order. To make things easier we're going to resolve all the combats left to right. So we start with the US unit in the Open Fields on R2C1.

The base NCM for this combat is -1 for the Automatic VoF. The only modification is -2 because the unit is Exposed, for a net -3 NCM.
We draw an Action Card.

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As you see, -3 is a Hit. We place a Pinned marker on the US unit and draw another Action Card to determine the result of the Hit.
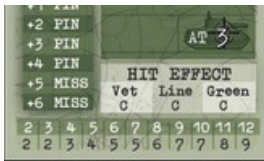
In this case, since the results all happen to be the same, the Experience level of the targeted troops doesn't matter (although most often it does); the result is a "C". One step of the 1/1 squad has become a casualty (killed or seriously wounded and immobilized). We place a Casualty marker on the card and flip the squad to its 2-step side.

Moving left-to-right, we'll now resolve the US Fire against the Sniper in R4C2. The base NCM for this combat is -1 for the Automatic VoF. This is modified by -2 because the unit is Exposed and +2 for the Terrain Defense of the Woods card, for a net -1 NCM. The Action Card we draw indicates that -1 is a PIN. We place a Pinned marker on the Sniper and this resolution is complete.

The next combat resolution is for the US units in the Hedgerow/Bocage in R2C2. There's a lot going on in this card, so this resolution could get a little messy.

We'll resolve fire against each of the four US units, and draw an Action Card for each, with results as follows:

1st Platoon HQ: Small Arms VoF +0, Exposed -2, Terrain of Card +2, Foxholes +1. Net +1. Result = MISS.
3/1 Squad: Sniper VoF -3, Exposed -2, Terrain of Card +2, Foxholes +1. Net -2. Result = HIT. Hit Result (Line) = PP
1/Wpns Team: Mine VoF -4, Exposed -2, Terrain +2, Foxholes +1. Net -3. Result = HIT. Hit Result (Line) = L
3/Wpns Team: Small Arms VoF +0, Exposed -2, Terrain +2, Foxholes +1. Net +1. Result = PIN

To implement the Combat Effects, we remove the 3/1 Squad marker and replace it with two Paralyzed steps (for the PP result) and one Fire Team step. We replace the 1/Weapons with a Litter Team. We then place Pinned markers on all but the HQ unit.

Next we'll Resolve Combat Effects against the German Mortar Spotter in the Farm in the Hills on R3C3. The Small Arms NCM is 0. Modifiers are +1

for Foxholes and +2 for the Farm's terrain for a net of +3. We draw an Action Card and the result is PIN. We place a Pinned marker on the Spotter.

Our final Combat Effects resolution will be for the US units in the Gully in R2C3.

1/2 Squad: -3 Incoming VoF, +1 Cover, +1 Pinned, +1 Card Terrain (we use the smaller number to the right against Artillery/Mortars). Net 0. Result = MISS

Paralyzed LAT: (Same NCM and mods as 1/2 Squad). Result = C

So we replace the Paralyzed LAT with a Casualty marker (they're adding up!).
Because of the MISS result, we remove the PIN marker from the 1/2 squad.

That completes all the combat resolution. Now we will adjust PDF/VoF markers that need to change as a result of our combat results.

- The German sniper in R4C2 is Pinned, so he loses his Sniper VoF and will get an ALL PINNED VoF. So we remove the Sniper VoF from the Hedgerow/Bocage card in R2C2 and replace the Small Arms VoF with an ALL PINNED VoF. We also remove the Mines -4 VoF from the card, but retain the MINE Draw 3 marker as a reminder that any unit that moves into or within this card is subject to mine attack.

- We have two changes to make to the VoF of the units in the (above) R2C2 card. Their previous PDF was pointing directly toward R3C2, but their VoF was extended into the Sniper's card (because the sniper in R4C2 was within both their range and LOS). Now, because the machinegun team was reduced to a LAT and the 3/1 squad has broken down into all LATs and everyone on the card except the HQ is Pinned, no unit in the hex has the Range (all are C range) to reach the Sniper's card. The units in this hex, although they are seriously damaged and pinned, ARE still firing, so we leave their PDF in place.
Normally we would then replace the A VoF marker (on the sniper card) with an All Pinned VoF and move that VoF back into the Hedgerow/Bocage in R3C2 (which is the extent of the units' range). But in this case R3C2 already contains a Small Arms VoF (which is better than the All Pinned VoF we would place) so we just remove the A VoF altogether and leave R3C2 as is.

All of the other VoFs and PDFs on the map remain.

We now expend ammunition for all the weapons and mortars that fired this turn (the German LMG and Mortar and our 1/Wpns, although he is a Litter team now, so we're through tracking ammo for the MG for this mission).

3.8 Clean Up Phase

We remove all exposed markers. Turn 3 is now complete. Here's how the battlefield looks at this point.
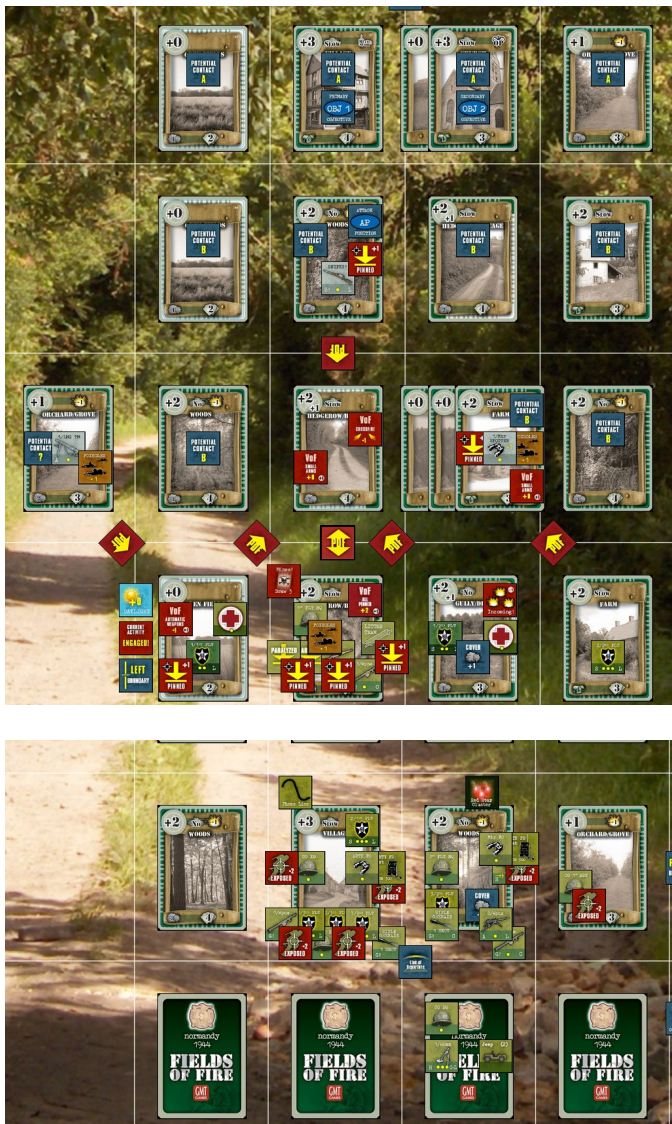
End-of-Turn Thoughts: *Wow! Our left flank is a mess! We thought R2C2 was a pretty "safe" area to direct troops into (or we would have only sent a scout). Those mines really hurt, not only wreaking havoc on the 1st platoon but also clogging up one of our avenues of advance. 1st Platoon has taken a lot of combat damage for this early in the advance and may not have the punch we need to clear their sector of enemy troops. It's clear that the left is going to pose a big challenge for us.*

On the right, though, we're in pretty good shape. We located and pinned the enemy mortar spotter this turn and advanced on the right flank to find no opposition.

We did manage to get our reserve platoon moving forward, along with an assortment of FOs and heavy weapons, so we're in decent shape in regards to support. But because of the flanking MG fire into the Open Fields on the left, and that minefield, it looks like we're going to have to maneuver around to the right and then swing back left in order to flank

the enemy and occupy our objectives. That will take longer, and with so much terrain to clear and occupy, time is clearly our enemy in this scenario.

So what do we do now? Well, here are a few thoughts as we prepare to give orders to the troops on turn 4.

The clear line of sight from the Village in R1C2 to the enemy LMG in the Orchard gives us an opportunity to utilize the Artillery FO that we advanced last turn. So we'll try to use him to call in Fire on the LMG team while hoping those troops in the Open Fields can keep their heads down long enough to survive while we let the artillery do its work. If we can't get artillery help, we'll move the company mortars up to fire direct lay on the LMG – anything to get them hugging the earth and not chewing up 1/1 in the field. If we can neutralize the LMG, then we will have reopened a path along the battlefield's left flank and given ourselves some flexibility to maneuver.

Because the enemy sniper who was targeting the units in the Minefield is Pinned, we have bought some time to try and rally those LATs and the Bazooka team in the minefield and get them moving forward again. So the plan there for this turn is to get the Pins removed and get some units forward if possible to scout the terrain to 1st platoon's front, with an eye toward getting everyone out of that minefield by turn 5. So essentially 1st Platoon is in Rally mode this turn.

On the right, we have opportunity. The enemy spotter is pinned, so we should be spared the rain of artillery fire for this turn. To take advantage of this, we'll try to infiltrate the understrength 1/2 onto the spotter's card and engage him at close range. On the far right, we'll continue moving 2/2 forward to scout out the woods on the right flank.

We need to get the rest of 2nd platoon forward. Our dilemma is whether to send them to the far right – to the Farm where 2/2 is now – thus leaving room for 3rd Platoon to advance now into the Gully in R2C3, or to send them into the Gully now and keep 3rd platoon in reserve where it is in case we can get the left flank opened up and can then send them that way. The gully is the quicker route, but if 2nd platoon gets bogged down in the Gully, then 3rd platoon has nowhere to go. Decisions, decisions! That's what makes this game so much fun!

This concludes Part 1 of our Example. We hope you are finding it useful and enjoyable to this point. Stay tuned for Part 2, covering Turns 4 and 5, to see if we can get ourselves out of this mess and get our advance back on track.

Gene & Ricky

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